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Nintendo

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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality!™

Thank you for selecting the Pilotwings™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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Controller Button Designations and Basic Operation

In Pilotwings only the START button will be used until the game actually begins. Once you begin your lessons, various buttons and combinations will be used for specific purposes. Details on the use of each button are explained below.

Pre-Flight Controller Function

Control Pad
- Moves Cursor
- Input Password
- Select Vehicle For Flight Lesson

START Button
- To Join Flight Club
- To Start Flight Lesson
- To Select Vehicle and Begin Lesson

Button A
- Explains Controller Maneuvers

Button B
- Explains Scoring for Flight Lesson

- For detailed instructions regarding the operation of all Flight Club equipment, please see the individual instructions beginning on page 8.
- Both of the SUPER NINTENDO ENTERTAINMENT SYSTEM® controllers are the same.
- Plug a controller into Controller Socket One, located on the front panel of the SUPER NINTENDO ENTERTAINMENT SYSTEM® Control Deck.

Welcome to The Flight Club

Thank you for selecting our Flight Club over the many other aviation schools that are available. At The Flight Club you can experience and master a variety of aerial activities.
When each lesson is satisfactorily passed, we issue a license in accordance with your technical level. We hope that our students will come to enjoy the free, elegant feeling of flying like a bird, that we here at the Flight Club have come to know. To achieve this, let us first begin with learning and then applying some practical flight skills. This instruction manual is your Flight Club school textbook.

Flight Club License Ranking

Flight Area	Pass	Certificate
1	→	Class A License
2	→	Class B License
3	→	Silver License
4	→	Gold License

Licenses of a higher rank than the Gold License may be issued, however they are omitted from this list as very few students attain that level.

How to Join The Flight Club

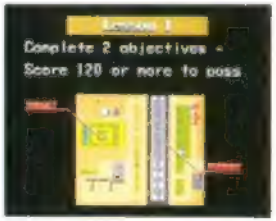
(How to Start the Game)

Insert the Game Pak into the SUPER NINTENDO ENTERTAINMENT SYSTEM® Control Deck, then turn the POWER switch to the ON position. When the title screen appears, position the cursor next to Start, press the START Button, and the Flight Club Challenge will be displayed. Press the START Button again to accept that challenge, and begin your first lesson in Flight Area 1.
If you are returning to Flight Area 2 or greater, or wish to preview a course again, select Continue using either the ✚ Control Pad or SELECT Button, input your license number (password) that you received in the previous area with the ✚ Control Pad, then press the START Button. If Retry is selected when in Flight Area 2 or later, you can retry from any desired area up to your current level of certification. Review may be helpful to master many aspects of the game until you become proficient.

* A demo flight by a Flight Club staff member begins if you remain on the title screen. Observe this demo flight and make sure to study the Controller operation for your own use later while playing an actual game.

The Flight Club Course System

Our Flight Club course begins immediately as soon as you accept the membership challenge. Your instructor will introduce themself and cover the basic course outline for the area.
When you press the START Button, the course details will be displayed on the screen. Make sure to check all target positions, passing scores, etc.
Press the START Button to display the vehicle selection screen. Select your own sequence of tests using the ✚ Control Pad. After you have selected the vehicle to be tested in, press the START Button. Your instructor will explain the curriculum for that vehicle. Pressing the A and B Button will respectively display the equipment's maneuver operations and scoring explanation. (The START Button will return you to the Curriculum screen)



Pressing the START Button while on the Curriculum screen will start the flight test. Do not let this become a moment of tension, don't be afraid of making mistakes. Enjoy the experience of mastering the sky just like a bird. Testing will be paused if you press the START Button. The screen will indicate your current position. The PAUSE function can be used to allow you to check your instruction manual or to take a break.
(Pressing the START Button again will clear PAUSE)

- During a flight test various mistakes can cause points to be deducted. Scoring methods differ depending on the area and the vehicle. Pay attention and avoid major errors, such as flying out of the course boundary.

After the test concludes, read your score and the brief comments from your instructor, then press the START Button. Look at your score and decide if you wish to continue the lesson or not. Move the cursor to your choice with the Control pad, then press the START Button. If your test point total surpasses the test requirement you will be issued certification in the form of a flight license. Write down the license number as this is your password. Move on to the next flight testing area by using the START Button.

Bonus Chance:

In addition to the standard test, a bonus chance has been prepared in each area. With luck and skill this is an opportunity for you to receive more than 100 points of extra credit. Make sure to meet this challenge with the true pride of a birdman.

Introduction to the Instructors and Flight Areas

Tony
(22 Years Old)

Shirley
(24 Years Old)

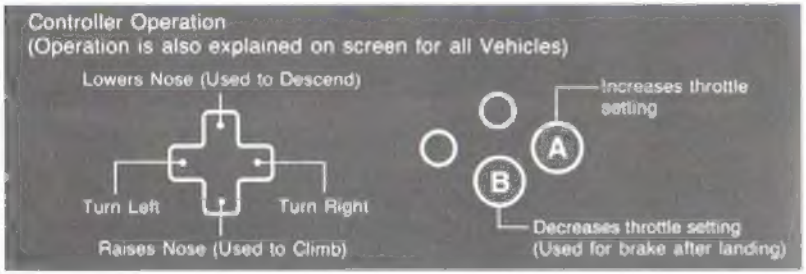
Lance
(Age Unknown)

Big Al
(49 Years Old)

Pictured above are the 4 flight test areas.

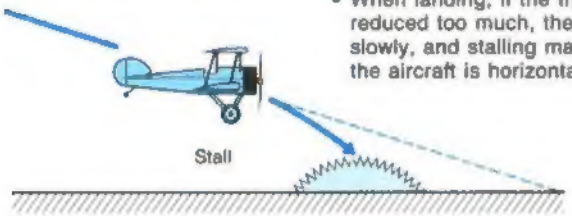
Chapter 1 : Light Plane (Small Biplane)

An aircraft weighing 5700 Kg or less is considered a light plane. In both Europe and America light planes are popular for aviation. At our Flight Club we use biplanes to teach basic flight and landing techniques, so our students may learn to make an accurate landing every time.

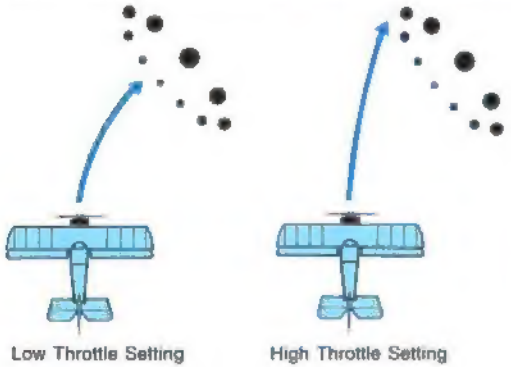


• See page 26 for information regarding the Flight instrumentation.

■ Flight Characteristics



• When landing, if the throttle setting is reduced too much, the aircraft will respond slowly, and stalling may occur even when the aircraft is horizontal.



• As your speed increases, your craft's responsiveness to turning will become slower, even if the turning angle remains unchanged. A faster throttle setting will make climbing easier. A slower setting will make descending easier.

■ Flight Area 1 Operation Example

1
The test starts at an altitude of 300 feet with an throttle setting of 51%. The aircraft is horizontal. There is no wind. The green band stretching in front of the runway is the guide beam showing you the suggested glide path.

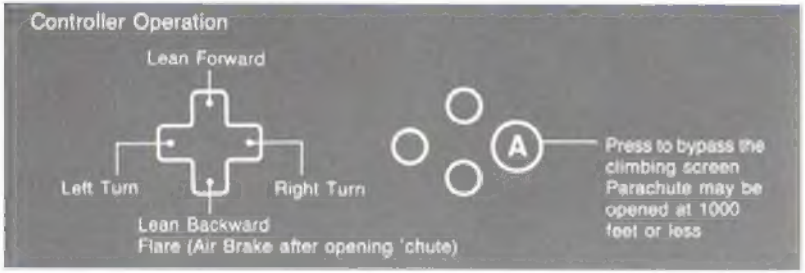
2
First fly toward the guide beam. It may be necessary to raise or lower the nose. It is OK to increase the throttle setting slightly, making it high in the beginning of your flight. Avoid swinging the aircraft to the right or left.

3
Advance toward the green ball. When the altitude reaches 200 feet or less, your height above ground will be displayed on the altitude scale. When your altitude becomes 50 feet or less, the altitude scale will become enlarged. Pay close attention to the runway at the end of the beam.

4
Maintain the guide beam angle, properly follow any on screen instructions that appear and touch down carefully. Apply the brakes to stop the aircraft as soon as the craft touches the ground. It is best to stop directly on the white center line.

Advice
The Flight Club puts considerable emphasis on the light plane course, so much so that a light plane test will be taken in each area. Master the basic craft, and success should be easy. (Tony)

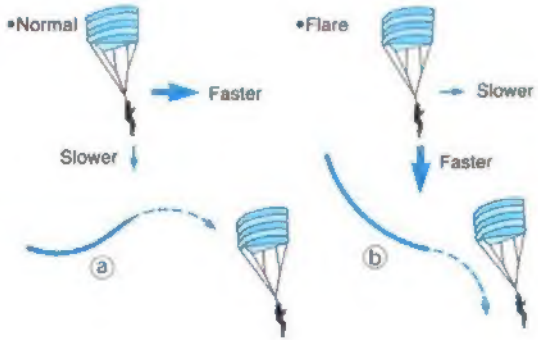
In this course you learn to skydive by climbing to an altitude of 3800 feet in a helicopter. Jump (with a parachute) and accurately land on target. Earn skill points by diving through the rings before you open the parachute. For safety, The Flight Club uses square, steerable parachutes.



■ Flight Characteristics

- The direction of your flight changes if you alter the air flow by changing your balance when diving.

- How to use flare (air braking) after the parachute opens:
- If a flare is used when the gliding speed is fast, your body will buoy up slightly, then float downward (see example ⓐ). Your rate of decent will increase if you flare too strongly when your glide speed is slow. (see example ⓑ)



■ Flight Area 1 Operation Example

1
The helicopter will be climbing to an altitude of 3800. Check the target position and scoring very carefully. If you wish to bypass the climb, press the A Button to quickly move up to your diving altitude.

2
Begin your dive when your altitude reaches 3800 feet. Just after beginning the fall you will see a ring. Pass through this ring first. Do not move around very much until you get the hang of skydiving.

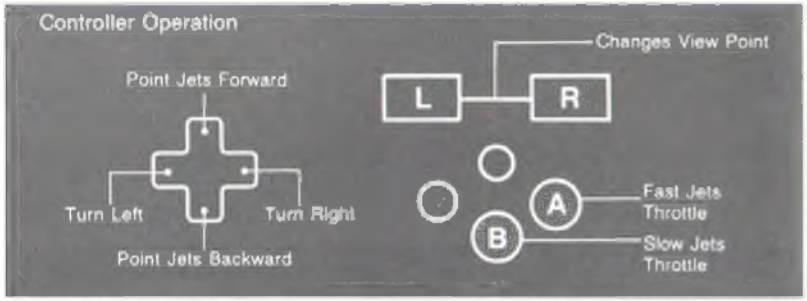
3
There are 3 rings. Once you understand how to pass through them, you will have more confidence about your dive.
The parachute may be opened at an altitude of 1000 feet or less. At that time you should reconfirm the target position and begin to make any necessary corrections.

4
Zero in on the target by controlling with right and left turns and by flaring. If you apply the flare too strongly, your rate of descent will become faster, so be careful.
If you want a really high score you may want to aim at the moving target.

Advice
The technique of passing through rings is required for all future tests. Failure to pass through the rings will make it increasingly more difficult to progress through the flight areas. Failure should be used as a stepping stone to success. Even if you do not pass on the first try, take time to understand the positions, size, etc. of rings. (Tony)

Rocket Belt

Originally only an air vehicle in science fiction, the Rocket Belt began to become popular for aerial stunts after being demonstrated at the 1984 Olympics in Los Angeles. Although the sport is still young, The Flight Club is taking a pioneer role as the only organization offering a Rocket Belt course anywhere in the country. For safety's sake, closely follow the instructions of each your instructors when using it.

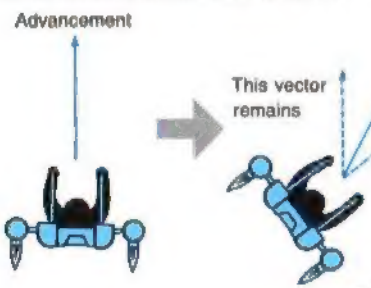


• The Rocket angle will return to neutral (down) when the ✚ Control Pad is released.

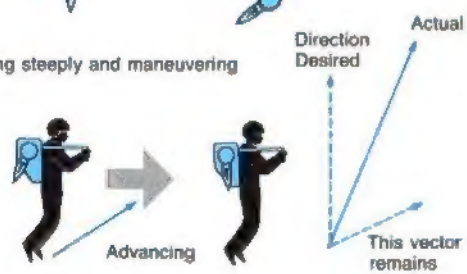
■ Flight Characteristics

• Inertia has considerable influence.

•Moving to the right when flying forward.



•Climbing steeply and maneuvering



• It will take longer if you overcorrect; it is best to use your slow blast jets for the greatest fuel economy.

■ Flight Area 2 Operation Example

1
The starting position for the Rocket Belt is on the moving target platform. First launch the rocket, then pass through the ring directly in front of you. Rocket Belt flight is greatly influenced by inertia, so try to avoid any excessive movement. The ring will change to red after you have passed through.

2
The Rocket Belt will always climb even if the jets are swept into a forward or reverse angle. Pay particular attention to your altitude. If the Rocket Belt is flown too high, you must prevent it from leaving the flight area. To aid in determining position it may be advisable to try switching the viewpoint.

3
As you approach the floating ball it will become a ring. Take time now to look around and locate the remaining rings. Always remember, due to the law of inertia, after making in-flight adjustments to your course angle that it will be difficult to advance in a straight line. Learn to understand the movement of the Rocket Belt and the influence of inertia on your flight to successfully pass through the rings.

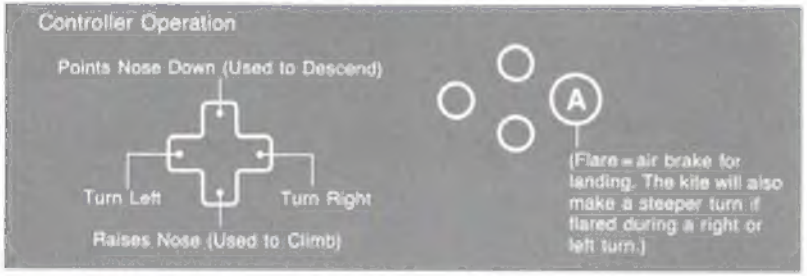
4
Return to the target after passing through the 3 rings. Try to land smoothly by switching the viewpoint and adjusting the jet's force. It is not easy to land slowly and momentary touch down may not be regarded as a landing. For the highest accuracy points, try landing on the moving target.

Advice

Stay at an altitude at which you can easily pass through the rings. Also, pay attention and do not run out of fuel. (Shirley)

Hang Glider

This sport may already be familiar to you. Hang gliding has been popular for many years in California and the West Coast. In this course you will be towed to your release altitude by a light plane. When you approach the release point you will be cut free and begin your glide. Follow the prescribed curriculum, then land precisely within the specified area. How to utilize the ascending air currents (thermals) is also a very important point.

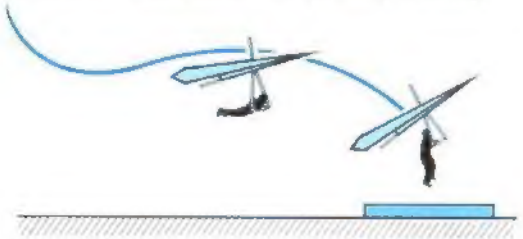


■ Flight Characteristics

- Flare when landing.

•If flare is used, the kite will buoy up slightly, then reduce its speed.

- Choose the best time to land by flaring carefully.



- Try for the over water target after you have gained confidence and can make stable landings.

■ Flight Area 3 Operation Example

1
You will start at an altitude of 300 feet or more. First, aim at the white ascending air current (thermal) moving in an upwards spiral, in front of you. Advance in such a way that you pass through the pillar of that current. If you succeed in catching that thermal, you will be alerted by a warning chime, and by observing the altimeter.

2
Your altitude increases when you are in the thermal. After you have reached the target altitude of 500 feet all that remains is to land on the specified target area. If you miss the current, or do not reach the required altitude, turn around to approach the ascending current again until you do.

3
Do not lose sight of the target position when descending. To complete a steep turn, first begin a regular turn, then flare to steepen the turn. Make sure to pay close attention to your rate of descent.

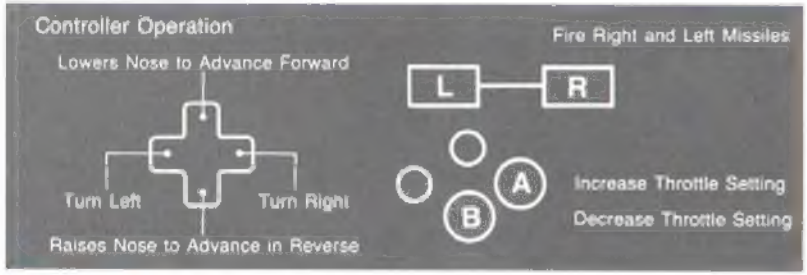
4
Carefully approach the target and flare to brake. Pay attention to the altitude scale displayed at the lower right as you land. Attempting to land when your descent rate is too fast is very dangerous and should be avoided.

Advice

Aim for the thermal current, and do not give up until you reach the target altitude. Also, good luck! (Lance)

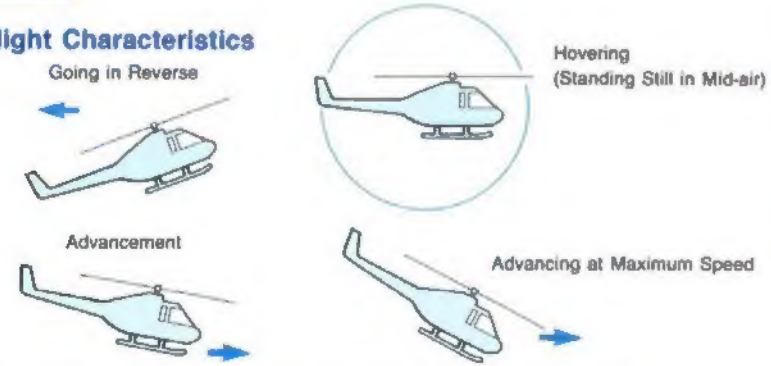
Chapter 5 : Helicopter

Since a variety of skills are necessary to be considered an aviation specialist, we will also study the operational theory of a helicopter. At the present time, The Flight Club does not own a helicopter for use in flight lessons. This guide explains the operation of an attack helicopter we have borrowed at times from a top secret source. Learn these controls, and be prepared if it becomes available again.



• The Gunsight for Missiles will appear in front of the helicopter during a battle.

■ Flight Characteristics



• The movement direction changes depending on the rotor inclination.

Advice
Don't crash! (Big Al)

■ The Instrument Panel and Gauges

•Wind Velocity display within radar range:
If it is windy, the direction is displayed as a streamer.

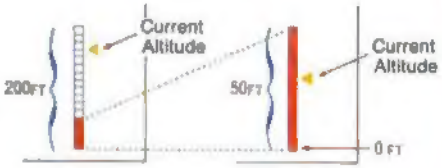
•Throttle Setting Meter
0 to 99% is displayed.

•Inclinometer

•Clock (TIME)
Time elapsed since the test start is displayed in real time.

•Fuel Gauge
Fuel consumption varies according to the equipment being used.

•Altimeter (ALT)
5 digits are displayed in the center panel. Unit FT (1FT = 0.3m)
An altitude scale will appear at the lower right when your altitude is 200 feet or less.
This altitude scale display is enlarged when your altitude becomes 50 feet or less.



■ Light Plane Scoring Supplement

•Landing Accuracy
The point of reference for this score is the white line at the center of the runway. The score is determined by how accurately you land (judged by the position when you touched the ground) and where you stop (judged by the position when the aircraft completely stopped).
If you come to a stop off of the runway, even if when you touched down, you landed squarely on the white line, or if your stop position is not on the white line (even if you are near the line), you will not receive the highest score.

•Approach Angle
This is the angle between the aircraft and the runway when the plane touched the ground at landing. Bouncing after landing will cause a lower score. It is best to land at the same angle as the guide beam.

The Flight Club Inside Story

■ There are many unknown facts about The Flight Club, most notably facts about the founder and the head office. It is often called a mystery school, as no one knows for sure what goes on behind the scenes.

■ **Instructors**

Tony
Perfect for the beginning student. His gentle manners allow him to get the most out of timid beginners. Although he is quite young, do not be fooled; this skilled pilot is one of the school's hottest aviators.

Shirley
Although somewhat of a flirt with her male students, Shirley is strictly professional when it comes to grading. Even when she is disappointed by a performance, she will offer encouragement to try to keep up one's spirits.

Lance
A mysterious man who speaks fluently in six languages. It is rumored that he formerly was an Air Force pilot.

Big Al
He has the most experience of all of the instructors. His superior flight techniques are used for reviewing basics on our most difficult course. He looks tough, but some claim to have seen his tears.

■ An expert course has been prepared for those who want thorough and strict training. Prerequisite for entry into the advanced course will be the possession of an International Gold License To Fly. Few details are known about the expert course other than its extreme difficulty.

■ This game will be much more impressive if you listen to its sounds in stereo. For this, we recommend using a stereo AV cable for connecting the SUPER NINTENDO ENTERTAINMENT SYSTEM® to your TV.

Flight Club Membership Card

(Picture)

License Class	License Date	License Number (Password)
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MEMO

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90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the product or component part, at its option, free of charge.

WARRANTY SERVICE

To receive this warranty service:

1. **DO NOT** return your product to the retailer.
2. Please call Nintendo's **WORLD CLASS SERVICE**^{sm} Center at 1-800-255-3700. Our hours of operation are from 4:00 am to Midnight, Pacific Time Monday through Saturday, and from 8:00 am to 5:00 pm, Pacific Time Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest Nintendo **WORLD CLASS SERVICE**^{sm} location for prompt, professional warranty service.

   To satisfy the needs of our customers, Nintendo maintains a nationwide network of **Authorized WORLD CLASS SERVICE**^{sm} **CENTERS** located in major metropolitan areas and also offers express factory service. In some instances it may be necessary to ship the complete product, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE** to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial numbers have been altered, defaced, or removed.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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To receive service after the expiration of your warranty:

1) Please call Nintendo's **WORLD CLASS SERVICE**^{sm} Center at 1-800-255-3700. Our hours of operation are from 4:00 am to Midnight, Pacific Time Monday through Saturday, and from 8:00 am to 5:00 pm, Pacific Time Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest Nintendo **WORLD CLASS SERVICE**^{sm} location for prompt, professional repair and replacement components.
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